TROPHY

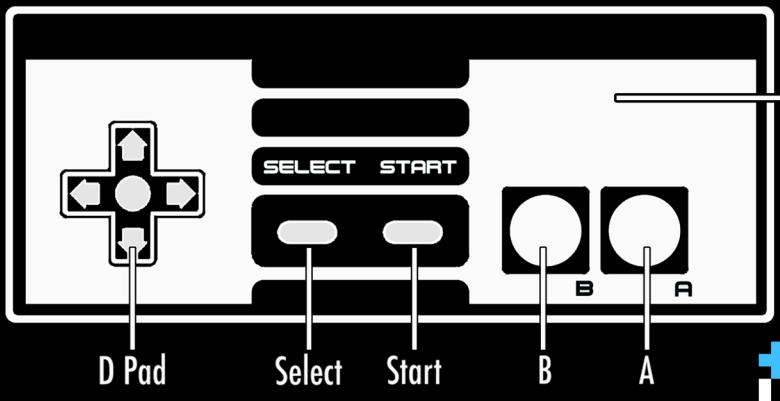
The 6502 Collective

TROPHY

On the far fringes of space a peaceful planet of robots is discovered by two spacefaring computer scientists, Jared Sword and Xella Quine. They befriend the inhabitants of the planet Gearus 9, and after a time Sword returns to Earth to reveal their findings. He takes with him the robot Beeper as proof of their discovery, and the mutual understanding between human and robot culture blossoms.

Meanwhile, back on Gearus 9, an isolated Quine slips gently into madness, dominating the peaceful robots, and proclaiming himself Lord Q! Incapable of violence, the robots are easy prey for his schemes and hidden desires of conquest.

When Sword and Beeper finally return, they are confronted by what Quine has become. Sword, being of frail nature, and Beeper, being unable to commit acts of violence, realize what they must do. Using the technology found on Gearus 9 they fuse into one being, part human and part machine. TROPHY is born!

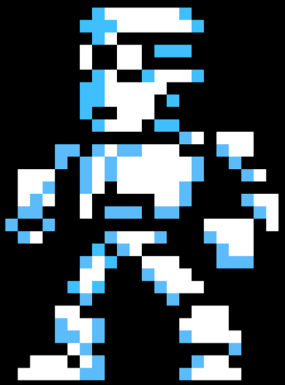


A BUTTON: Jump

B BUTTON: Shoot

DIRECTIONAL PAD: Move Character

START BUTTON: Start/Pause Game



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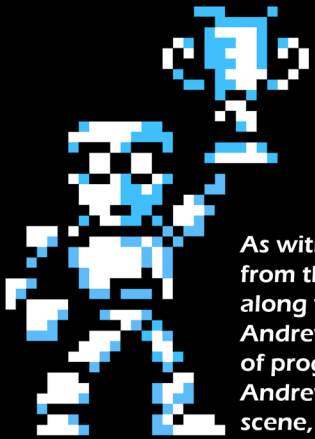
Thank you for purchasing this 8-Bit Legit Game. Trophy is a brand-new action platformer for the original NES! Take control of the robot Trophy and save the peaceful planet of Gearus 9 from the evil machinations of Lord Q as you run, jump, and blast your way to victory.



Collect power-ups along the way and defeat some of the largest bosses ever seen on the NES! The earliest imaginings of what would become Trophy lie in the mind of a twelve year old Derek Andrews, and more than twenty years later the world can finally see the results. The retro scene is filled with examples of faux 8-bit games (many of them quite good!), but Trophy was developed for the NES, a true 8-bit tour de force.

As with all of Gradual Games' NES projects, it was programmed from the ground up in 6502 assembly language, along with using custom tools developed by Andrews for the project. With over ten years of programming experience for the NES, Andrews blazes new territory in the homebrew scene, pushing the limits of the console.

Gradual Games

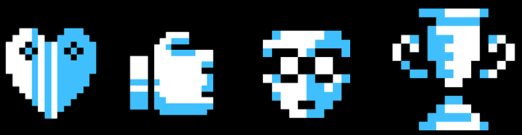
#8Bit Legit

THE GOOD GUY: TROPHY

Power up Trophy by collecting dropped items and hidden upgrades throughout Gearus 9.

KEEP AN EYE OUT FOR...

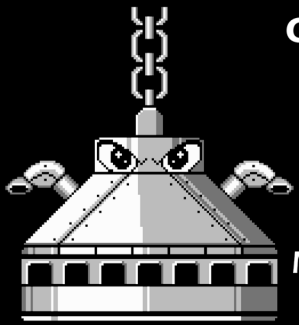
Power Ups:



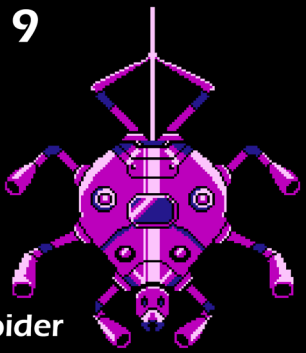
9 Action-Packed Stages

Choose your journey and stop Lord Q!

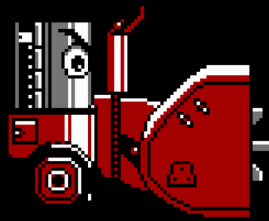
SOME OF THE BOSSES of Planet Gearus 9



Mr. Magnet



Ms. Spider



Mama's Snowblower

UnFriendly Object

SOME OF THE INHABITANTS of Planet Gearus 9

Mean Mayne

Corky

Slidey

Saucers

Whirly Senior

Grumblot

SOME OF THE INHABITANTS of Planet Gearus 9

POMPOM

SledBOT

SnailBOT

PuffBOT

JellyBOT

GarbageBOT

CREDITS

- Programming by Derek Andrews

- Original pixel art by Laurie Andrews

- Music by Derek Andrews

- Gameplay and level revisions by EBD Holland

- Art revisions by Andrew T. Burger and Greg Caldwell

- Cover art by Oskar Alvarado (RE) and Jon Piornack (LE)

- Packaging layout and formatting by Tim Hartman

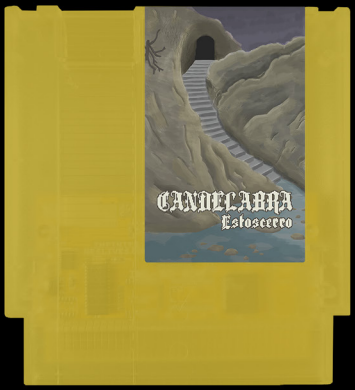
- Beta testing by Banshaku, Brad Bateman, Michael Chiaramonte, Bill Cypress, Erik Gough, EBD Holland, Petey McGinty, Justin Orenich, Nathan Tolbert, WhiteHat94, Chris Brand and Tim Wurdinger

Special Thanks to: Infinite NES Lives, NintendoAge, KHAN Games, Sole Goose Productions, Retrotainment Games.

This is an official #8BitLEGIT cartridge release by:

The 6502 Collective

CHECK OUT OUR OTHER RELEASES, WITH MORE TO COME!



Visit www.6502collective.com for more information.

THANKS FOR YOUR SUPPORT.

#8BitLEGit

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